| Project Name | InfotAiMOS |
|------------------------------|--|
| | |
| Online team meeting | https://fau.zoom.us/j/67792730528 |
| | |
| Production system (if any) | tba |
| Test system (if any) | tba |
| | |
| GitHub repository | https://github.com/amosproj/amos2022ws02-automotive-test-app/ |
| GitHub feature board | https://github.com/orgs/amosproj/projects/5 |
| GitHub impediments backlog | https://github.com/orgs/amosproj/projects/6 |
| | |
| Team T-shirt (black, male) | https://www.shirtinator.de/t-shirts/gestalten/t-shirt-bedrucken#/load/share/eca1c484-76e3-403a-8df9-b080a79b659f |
| Team T-shirt (black, female) | https://www.shirtinator.de/t-shirts/gestalten/t-shirt-bedrucken#/load/share/fb698f2d-07cd-4e63-9301-62e7e0d35a1b |
| | |
| Additional materials | |
| | |
| | |
| | |
| | |
| | |

| Last Name | First Name | GitHub User Name | Email Address |
|-----------|--------------|-------------------|--------------------------------|
| Rehm | Ronja | ronjarehm | ronja.rehm@fau.de |
| Schreiner | Stefanie | stefanieschreiner | stefanie.schreiner@fau.de |
| Wüllner | Corinna | i315315 | corinna.wuellner@fau.de |
| Güder | Emre | EmreR7 | emre.gueder@fau.de |
| Hausding | Anders | andy3189 | a.hausding@campus.tu-berlin.de |
| Lang | Daniel | Da-Lang-CS | daniel.l.lang@fau.de |
| Müller | Hanna | hanna-212 | hanna.mueller@fau.de |
| Schmid | Tobias | tobischmd | tobias.schmid@fau.de |
| Sulzbach | Lara | LaraSlzb | lara.sulzbach@fau.de |
| Tuncay | Berkan Ender | BETuncay | berkan.tuncay@fau.de |
| | | • | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| # | Meeting Day Product Owner | Software Developer | Release Manager | Scrum Master | Comment |
|----|--------------------------------------|--------------------|-----------------|--------------|---------------|
| 1 | 2022-10-19 Corinna Wüllner, Stefanie | Everyone else | N/A | Ronja Rehm | |
| 2 | 2022-10-26 Corinna Wüllner, Stefanie | Everyone else | Anders | Ronja Rehm | |
| 3 | 2022-11-02 Corinna Wüllner, Stefanie | Everyone else | Berkan | Ronja Rehm | |
| 4 | 2022-11-09 Corinna Wüllner, Stefanie | Everyone else | Daniel | Ronja Rehm | |
| 5 | 2022-11-16 Corinna Wüllner, Stefanie | Everyone else | Emre | Ronja Rehm | |
| 6 | 2022-11-23 Corinna Wüllner, Stefanie | Everyone else | Hanna | Ronja Rehm | |
| 7 | 2022-11-30 Corinna Wüllner, Stefanie | Everyone else | Lara | Ronja Rehm | Mid-term due |
| 8 | 2022-12-07 Corinna Wüllner, Stefanie | Everyone else | Tobias | Ronja Rehm | |
| 9 | 2022-12-14 Corinna Wüllner, Stefanie | Everyone else | Anders | Ronja Rehm | |
| 10 | 2023-01-11 Corinna Wüllner, Stefanie | Everyone else | Berkan | Ronja Rehm | |
| 11 | 2023-01-18 Corinna Wüllner, Stefanie | Everyone else | Daniel | Ronja Rehm | |
| 12 | 2023-01-25 Corinna Wüllner, Stefanie | Everyone else | Emre | Ronja Rehm | |
| 13 | 2023-02-01 Corinna Wüllner, Stefanie | Everyone else | Hanna | Ronja Rehm | |
| 14 | 2023-02-08 Corinna Wüllner, Stefanie | Everyone else | Lara | Ronja Rehm | Demo day! |
| 15 | 2023-02-15 Corinna Wüllner, Stefanie | Everyone else | Tobias | Ronja Rehm | Retrospective |
| | | | | | |
| | | | | | |
| | | | | | |
| I | | | | | |

| Goals | Have a working and visually pleasing app; good team work; good grades; continuous work throughout the semester |
|-------------------------|---|
| | a. e a e |
| Meeting norms | Be punctual; active contribution; respectful environment |
| | |
| Working norms | Do the work you're assigned to do, in the agreed time frame; in case of questions/struggles ask for help; set realistic goals; work |
| | |
| Coordination norms | If you cannot attend a meeting, please inform the team asap and give information on work in text-form |
| | |
| Communication norms | Open/honest/constructive communication; decisions should be made in consensus; if questions arise, take time to answer themm |
| Consideration norms | In case of issues: have open communication about it, resolve issues in a respectful way; for assistance contact Scrum Master |
| Cont improvement norms | Learn from mistakes: give positive/pagative foodback to team mater: evebange knowledge |
| Cont. improvement norms | Learn from mistakes; give positive/negative feedback to team mates; exchange knowledge |
| Rewards | Give compliments for a job well done; have a virtual beer together |
| | |
| Sanctions | If at least 5mins too late to a meeting: sing a christmas carol |
| | |
| | |
| | |

Product Vision Project Mission

The importance of infotainment systems in cars is increasing and users expect more and more connectivity in the car (Handelsblatt, 2005). At the same time, different car manufacturers use different infotainment systems, each customized systems immediately or with a time delay. It particularly focuses on the simulation to the specific needs of the respective manufacturers. With InfotAiMOS, our goal of these use cases in the context of navigation, steering wheel knobs, media is to create an OpenSource Android Automotive test app, which can be used by play, power management and vehicle properties. This app should therefore, various software developers of infotainment systems to help them with the development of other apps and thus, make their work easier.

The mission of this project is to develop a functioning Android Automotive test app, that can help to test and simulate different use cases of infotainment provide the developers with a test system in which apps can be tested in a safe environment.

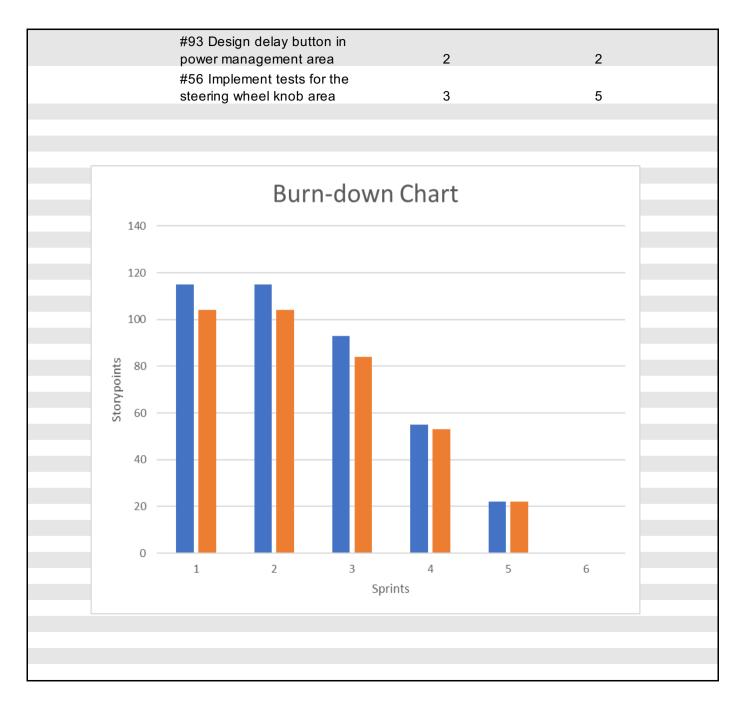
| Term | Definition |
|------|------------|
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

| Sprint | Theme Goal Feature Name | Est. Size | Est. | Real Size | Real Remaining |
|---------|---|----------------|--------------|-----------|----------------|
| Releas | 5 e | | | | |
| | | | | | |
| | Total | 115 | 0 | 104 | 0 |
| Sprints | s | | | | |
| | | Estin | nated burn-d | | Real burn-down |
| 1 | Initial organizational tasks | 0 | 115 | 0 | 104 |
| 2 | Familarization with project | 0 | 115 | 0 | 104 |
| 3 | Implementation of Navigation Context Area | 22 | 93 | 20 | 84 |
| 4 | Development of Navigation & Steering Wheel | 38 | 55 | 31 | 53 |
| 5 | Development of additional Areas | 33 | 22 | 31 | 22 |
| 6 | Implementation of Vehicle Properties Use Case | s 22 | 0 | 22 | 0 |
| Featur | ras | | | | |
| i catui | cs | | | | |
| | Initial organizational tasks Set up development environment and t #30 Set up development #31 Set up SD kickoff-meeting | team structure | S | | |
| 2 | Familarization with project | | | | |
| | Familiarize with programming environme | er | | | |
| | #9 Familiarize with Android Automotive | | | | |
| | #10 Familiarize with test driven development | | | | |
| | #11 Familiarize with Android development | | | | |
| | #12 Familiarize with Kotlin | | | | |
| | #27 Fill Bill of Materials | | | | |
| | #28 Come up with Software Architecture | | | | |
| | #29 Create an App | | | | |
| • | lumilaria materiaria af Nacioni a Contra de | | | | |
| 3 | Implementation of Navigation Context Area | | | | |

| Crea | ate area for navigation use cases | | |
|--------------|--|---------------------|---------------------|
| 3.00 | #15 Design GUI for starting | | |
| | page | 3 | 3 |
| | #18 Implement GUI for use | | |
| | cases in navigation context | | |
| | area | 3 | 3 |
| | #5 Design GUI for use cases in | | |
| | navigation context area | 3 | 3 |
| | | | |
| | #16 Implement functionality to | _ | _ |
| | enter navigation use case area | 3 | 2 |
| | #8 Simulate starting a | - | 5 |
| | navigation | 5 | 5 |
| | #14 Simulate ending a navigation | 3 | 2 |
| | #17 Implement back button to | J | 2 |
| | previous page | 2 | 2 |
| | providuo pago | _ | |
| 4 Developmen | nt of Navigation and Steering Wheel A | rea | |
| Furtl | her development of navigation area and | l implementation of | steering wheel area |
| | #61 Add an icon for the | | |
| | application | 2 | 2 |
| | #42 Design GUI for media play | | |
| | area | 2 | 3 |
| | #41 Implement functionality of | | |
| | clicking on activeNavigation | 2 | 2 |
| | Button | 3 | 2 |
| | #39 Design GUI for showing | | |
| | name and descriptions of steering wheel buttons | 3 | 2 |
| | Steeling wheel buttons | <u> </u> | |
| | #38 Implement click dummy to | | |
| | implement button functionality | 2 | 2 |
| | #37 Design GUI for steering | | |
| | wheel | 5 | 5 |

| | | #35 Implement functionality of pressing a steering wheel button: voicecontrol | 5 | 2 |
|---|---|--|------------------------|---------------------|
| | | #34 Implement functionality of pressing a steering wheel button: play/pause | 5 | 2 |
| | | #33 Implement functionality of pressing a steering wheel button: skipForward | 3 | 2 |
| | | #20 Implement functionality to enter steering wheel use case area | 2 | 2 |
| | | #19 Design GUI for steering wheel area on starting page | 3 | 2 |
| | | #13 Show that navigation is currently active | 3 | 5 |
| _ | | | | |
| 5 | • | f additional areas | -1 | |
| | | development of steering wheel, vehi | cie properties and pov | ver management area |
| | | #55 Implement tests for the starting page | 3 | 2 |
| | | #57 Implement tests for the navigation area | 3 | 3 |
| | | #21 Implement GUI for steering | | |
| | | wheel in Android Studio | 5 | 5 |
| | | #40 Implement functionality to show name and description when clicking on a button | 3 | 3 |
| | | #66 Implement toggle button to switch between functionality | | |
| | | and description wheel | 3 | 3 |

| #25 Design GUI for vehicle properties area on starting page | 5 | 5 |
|--|------------|---|
| #7 Implement GUI for use cases in the vehicle properties context area | 2 | 2 |
| #26 Implement functionality to enter vehicle properties use case area | 2 | 2 |
| #22 Design GUI for power management area on starting page | 2 | 2 |
| #24 Implement GUI for use cases in the power management context area | 3 | 2 |
| #23 Implement functionality to enter power management use case area | 2 | 2 |
| ouse area | | _ |
| n of Vehicle Properties Use Cases & Rep an Area to test Vehicle Properties | efactoring | |
| #58 Create the Build Process Video | 5 | 5 |
| #72 Implement functionality of pressing a steering wheel button: SeekForward | 3 | 2 |
| #51 Implement functionality to switch between day and night | | |
| mode | 5 | 5 |
| | | |
| #43 Implement functionality to enter media play use case area | 2 | 2 |
| #92 Design mute button in | L | ۷ |
| power management area | 2 | 1 |



| Sprint | Theme Goal Feature Name | Est. Size | Est. | Real Size | Real Remaining |
|---------|--|-----------|--------------|-----------|----------------|
| Releas | e | | | | |
| | | | | | |
| | Total | 244 | 0 | 201 | 0 |
| Sprints | | | | | |
| | | | ated burn-do | | Real burn-down |
| 1 | Initial organizational tasks | 0 | 244 | 0 | 201 |
| 2 | Familarization with project | 0 | 244 | 0 | 201 |
| 3 | Implementation of Navigation Context Area | 22 | 222 | 20 | 181 |
| 4 | Development of Navigation & Steering Wheel Areas | 38 | 184 | 31 | 150 |
| 5 | Development of additional Areas | 33 | 151 | 31 | 119 |
| 6 | Implementation of Vehicle Properties Use Cases | 22 | 129 | 22 | 97 |
| 7 | Implementation of Timer Context Area & Speech | 31 | 98 | 31 | 66 |
| 8 | Implementation of Speech Assistant and Vehicle | 19 | 79 | 14 | 52 |
| 9 | Implementation of TestDrive area and further dev | 33 | 46 | 33 | 19 |
| 11 | Implementation of Use Cases for recording test drives & fi | 17 | 29 | 19 | 0 |
| 12 | Further implementation of Use Cases for test drives and s | 29 | 0 | tbd. | tbd. |
| 13 | Last Adjustments for the Final Project Release | tbd. | tbd. | tbd. | tbd. |
| 14 | Creation of Final Project Presentation | tbd. | tbd. | tbd. | tbd. |
| | | tbd. | tbd. | tbd. | tbd. |
| Feature | es | | | | |
| 1 | Initial organizational tasks | | | | |
| • | Set up development environment and team structu | Iras | | | |
| | · | 1163 | | | |
| | #30 Set up development branch in Github | | | | |
| | #31 Set up SD kickoff-meeting | | | | |
| 2 | Familarization with project | | | | |
| | Familiarize with programming environment | | | | |
| | #9 Familiarize with Android Automotive | | | | |
| | #10 Familiarize with test driven development | | | | |
| | #11 Familiarize with Android development | | | | |

| | #12 Familiarize with Kotlin | | | |
|---|---|----------------------------|---------|--|
| | #27 Fill Bill of Materials | | | |
| | #27 Till Dill Of Materials | | | |
| | #29 Come up with Software Architecture | | | |
| | #28 Come up with Software Architecture | | | |
| | #29 Create an App | | | |
| 3 | Implementation of Navigation Context Area | | | |
| 3 | Create area for navigation use cases | | | |
| | | 3 | 3 | |
| | #15 Design GUI for starting page | S | S | |
| | #18 Implement GUI for use cases in | | | |
| | navigation context area | 3 | 3 | |
| | #5 Design GUI for use cases in | | | |
| | navigation context area | 3 | 3 | |
| | #16 Implement functionality to enter | | | |
| | navigation use case area | 3 | 2 | |
| | #8 Simulate starting a navigation | 5 | 5 | |
| | #14 Simulate ending a navigation | 3 | 2 | |
| | #17 Implement back button to previous | | | |
| | page | 2 | 2 | |
| | · ÿ | | | |
| 4 | Development of Navigation and Steering Wheel Area | | | |
| | Further development of navigation area and imple | ementation of steering whe | el area | |
| | #61 Add an icon for the application | 2 | 2 | |
| | #42 Design GUI for media play area | 2 | 3 | |
| | #41 Implement functionality of clicking | | | |
| | on activeNavigation Button | 3 | 2 | |
| | _ | | | |
| | #39 Design GUI for showing name and | | | |
| | descriptions of steering wheel buttons | 3 | 2 | |
| | #38 Implement click dummy to | - | | |
| | implement button functionality | 2 | 2 | |
| | #37 Design GUI for steering wheel | 5 | 5 | |
| | #01 Design GOI for steering writer | J | J | |
| | #25 Involvement from ality of a second | | | |
| | #35 Implement functionality of pressing | E | 0 | |
| | a steering wheel button: voicecontrol | 5 | 2 | |

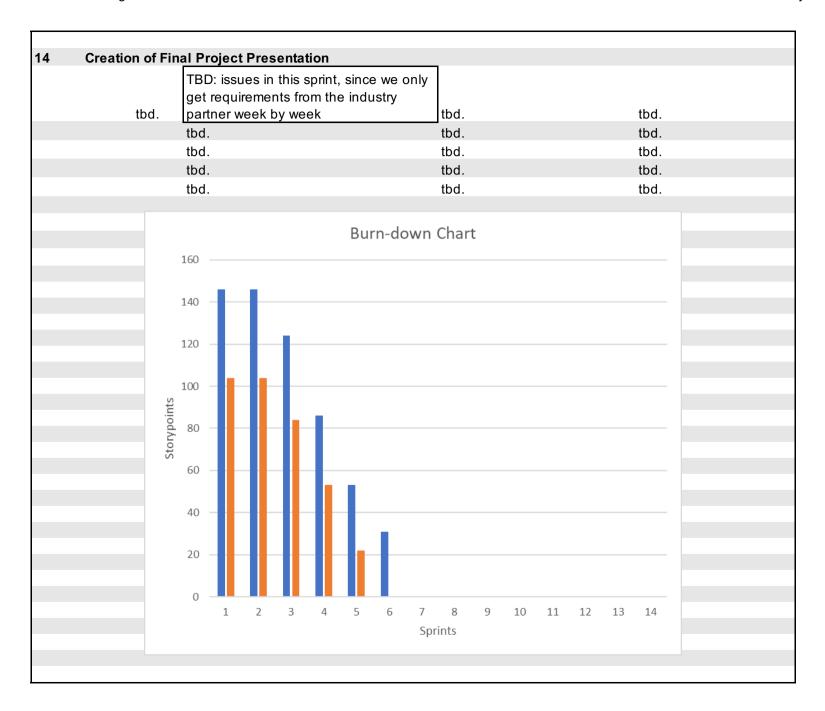
| | #34 Implement functionality of pressing | | |
|---------|---|----------------------|------|
| | a steering wheel button: play/pause | 5 | 2 |
| | | | |
| | #33 Implement functionality of pressing | | |
| | a steering wheel button: skipForward | 3 | 2 |
| | #20 Implement functionality to enter | | |
| | steering wheel use case area | 2 | 2 |
| | #19 Design GUI for steering wheel area on starting page | 3 | 2 |
| | #13 Show that navigation is currently | | |
| | active | 3 | 5 |
| | | | |
| | of additional areas | | |
| Further | development of steering wheel, vehicle properties | and power management | area |
| | #55 Implement tests for the starting | 2 | 2 |
| | page | 3 | 2 |
| | #57 Implement tests for the navigation area | 3 | 3 |
| | #21 Implement GUI for steering wheel in | 3 | 3 |
| | Android Studio | 5 | 5 |
| | #40 Implement functionality to show | | |
| | name and description when clicking on | • | • |
| | a button | 3 | 3 |
| | #66 Implement toggle button to switch | | |
| | between functionality and description wheel | 3 | 3 |
| | #25 Design GUI for vehicle properties | J | J |
| | area on starting page | 5 | 5 |
| | #7 Implement GUI for use cases in the | | J |
| | vehicle properties context area | 2 | 2 |
| | #26 Implement functionality to enter | | |
| | vehicle properties use case area | 2 | 2 |
| | #22 Design GUI for power management | | |
| | area on starting page | 2 | 2 |

| | #24 Implement GUI for use cases in the | | | |
|---|---|----------|----------|--|
| | power management context area | 3 | 2 | |
| | #23 Implement functionality to enter | | | |
| | power management use case area | 2 | 2 | |
| | | | | |
| 6 | Implementation of Vehicle Properties Use Cases & Refa | ctoring | | |
| | Develop an Area to test Vehicle Properties | | | |
| | #58 Create the Build Process Video | 5 | 5 | |
| | | | | |
| | #72 Implement functionality of pressing | | | |
| | a steering wheel button: SeekForward | 3 | 2 | |
| | #51 Implement functionality to switch | | | |
| | between day and night mode | 5 | 5 | |
| | #43 Implement functionality to enter | | | |
| | media play use case area | 2 | 2 | |
| | #92 Design mute button in power | | | |
| | management area | 2 | 1 | |
| | #93 Design delay button in power | _ | | |
| | management area | 2 | 2 | |
| | #56 Implement tests for the steering | L | 2 | |
| | wheel knob area | 3 | 5 | |
| | wileer kilob alea | <u> </u> | <u> </u> | |
| 7 | Implementation of Timer Context & Speech Assistant Ar | .ea | | |
| • | Develop an Area for the timer context and the Spe | | | |
| | #100 Simulate speech announcement | | | |
| | in navigation context area | 5 | tbd. | |
| | #113 Design GUI for App Settings area | <u> </u> | ww. | |
| | on starting page | 2 | tbd. | |
| | 9. 9 | L | ιυu. | |
| | #114 Implement functionality to enter | 4 | th d | |
| | App Settings context are | 1 | tbd. | |
| | #123 Implement GUI for use cases in | 0 | | |
| | App Settings Context area | 2 | tbd. | |
| | #115 Move functionality for switch | | | |
| | between day/night mode to App | | | |
| | Settings context | 2 | tbd. | |

| | #101 Design GUI for timer area on | 2 | 4141 | | | | |
|---|--|-----------------|------|--|--|--|--|
| | starting page | 2 | tbd. | | | | |
| | #102 Implement functionality to enter | | | | | | |
| | timer use case area | 1 | tbd. | | | | |
| | | | | | | | |
| | #117 Implement GUI for list in timer area | 5 | tbd. | | | | |
| | #105 Design GUI for speech assistant | | | | | | |
| | area on starting page | 2 | tbd. | | | | |
| | #106 Implement functionality to enter | | | | | | |
| | speech assistant use case area | 1 | tbd. | | | | |
| | #124 Implement GUI for use cases in | | | | | | |
| | Speech Assistant context area | 1 | tbd. | | | | |
| | #104 Implement functionality for timer in | | | | | | |
| | timer context area | 5 | tbd. | | | | |
| | | 3 | tou. | | | | |
| | #103 Design Delay button in speech assistant area | 2 | tbd. | | | | |
| | assistant area | 2 | tbu. | | | | |
| 8 | Implementation of Speech Assistant and Vehicle Broper | tion Uso Casos | | | | | |
| 0 | Implementation of Speech Assistant and Vehicle Properties Use Cases Develop use cases in speech assistant and vehicle properties area | | | | | | |
| | | properties area | | | | | |
| | #110 Design and implement tile to show | | | | | | |
| | vehicle identifier number in vehicle | | _ | | | | |
| | properties area | 3 | 5 | | | | |
| | #141 Design GUI for batterie low messag | 3 | 2 | | | | |
| | #136 Research if functionality of | | | | | | |
| | changing the vehicle identifier number | 3 | 1 | | | | |
| | #137 Buttons are displaced from the ima | 5 | 3 | | | | |
| | #139 Get a notification when battery | | | | | | |
| | level drops below a self selected level | 5 | 3 | | | | |
| | | | | | | | |
| 9 | Implementation of TestDrive area and further development of Speech Assistant | | | | | | |
| | Design & implementation of test drive area and further use cases in Speech Assistant Area | | | | | | |
| | #107 Implement functionality of PTT | | | | | | |
| | speech assistant | 8 | 8 | | | | |
| | #108 Implement functionality of TTT | | | | | | |
| | speech assistant | 1 | 1 | | | | |
| | - F | | | | | | |

| | | #112 Design and implement tile to show | _ | | | | |
|----|--|---|---------------------|----------------|--|--|--|
| | | battery level in vehicle properties area | 5 | 5 | | | |
| | | #116 Refactor GUI of starting page | 5 | 5 | | | |
| | | #147 Design GUI for test drive area on starting page and Implement | | | | | |
| | | functionality to enter it | 2 | 2 | | | |
| | | #150 Design and Implement a tile for starting/stopping a recording of a test drive in the test drive area | 3 | 3 | | | |
| | | | J | J | | | |
| | | #157 Refactor buttons in navigation use case area | 3 | 3 | | | |
| | | #161 Design and implement list of test | | | | | |
| | | drive recordings in test drive area | 3 | 3 | | | |
| | | #166 Design and implement GUI for list | | | | | |
| | | in media play area | 3 | 3 | | | |
| 10 | Christmas Bre | ak | | | | | |
| | n/a | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| 11 | Implementation | n of Use Cases for recording test drives & | further development | of the MediaBS | | | |
| | Implementation of functionality to record/view test drives & activating MediaBrowserS. | | | | | | |
| | | #151 Implement functionality of starting/stopping a recording of a test | | | | | |
| | | drive | 5 | tbd. | | | |
| | | #163 Implement functionality of viewing | | | | | |
| | | log of recorded test drive | 3 | tbd. | | | |
| | | #165 Design and implement toggle | | | | | |
| | | button for MediaBrowserService | 2 | tbd. | | | |

| | | #176 Implement steering wheel button: | | | |
|----|---------------|---|---------------------------|-------------------------------|----|
| | | SkipBackward / SeekBackward | 3 | tbd. | |
| | | #178 Implement sequence of pressing | | | |
| | | steering wheel buttons | 3 | tbd. | |
| | | red | 1 | tbd. | |
| | | | | | |
| 12 | • | entation of Use Cases for test drives a | | | |
| | Implem | entation of functionality for adding and de | eleting test drives and s | steering wheel button sequenc | es |
| | | #167 Implement functionality of | | | |
| | | activating/deactivating a | | | |
| | | MediaBrowserService | 5 | tbd. | |
| | | #179 Implement functionality of | | | |
| | | exporting logs from test drive | 3 | tbd. | |
| | | #185 Implement functionality of deleting | | | |
| | | previously recorded test drives | 3 | tbd. | |
| | | #186 Implement functionality to add | | | |
| | | new steering wheel button sequences | 5 | tbd. | |
| | | and changing the vehicle identifier | | | |
| | | number | 5 | | |
| | | #187 Implement popup receiving | _ | | |
| | | specific ADB command | 5 | tbd. | |
| | | #177 Update User Documentation | 3 | | |
| | | | | | |
| 13 | Last Adjustme | nts for the Final Project Release | 1 | | |
| | | | | | |
| | | | | | |
| | | TBD: issues in this sprint, since we only | | | |
| | | get requirements from the industry | | | |
| | tbd. | partner week by week | tbd. | tbd. | |
| | | tbd. | tbd. | tbd. | |
| | | tbd. | tbd. | tbd. | |
| | | tbd. | tbd. | tbd. | |
| | | tbd. | tbd. | tbd. | |
| | | tbd. | tbd. | tbd. | |



| # | Feature Definition of Done | Sprint Release Definition of Done | Project Release Definition of Done |
|---|---|--|--|
| | - Code compiles and builds | - DoD of each feature in the sprint release is met | - Everything from the Sprint release is fullfilled |
| | - Acceptance criteria are met | - No known severe bugs open | - All implemented features must be fully working |
| | - Tests have been written and were passed | - All feature tests were passed | - Documentation is available |
| | - Code is peer-reviewed | - Feature is merged into the main branch | - APK is available |
| | - Feature is merged into development branch | - Implemented Issues are closed | |
| | - Documentation is updated | - Feature board is updated | |
| | - Bill of Materials is updated | - Sprint Release Candidate is properly tagged | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| Туре | Link / reference |
|----------------------|--|
| user documentation | https://github.com/amosproj/amos2022ws02-automotive-test-app/wiki/User-documentation |
| build documentation | https://github.com/amosproj/amos2022ws02-automotive-test-app/wiki/Build-Documentation |
| design documentation | https://github.com/amosproj/amos2022ws02-automotive-test-app/wiki/Design-Documentation |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

| # Context | Name | Version | License | Comment |
|----------------------|----------------------------|---------|----------------|--|
| 1 junit | junit | 4.13.2 | Eclipse Public | https://github.com/junit-team/junit4 |
| 2 androidx.core | core-ktx | 1.9.0 | Apache 2.0 | https://github.com/androidx/androidx |
| 3 androidx.appcoi | npat appcompat | 1.5.1 | Apache 2.0 | |
| 4 androidx.test.ex | junit | 1.1.3 | Apache 2.0 | |
| 5 androidx.test.es | oresso espresso-core | 3.4.0 | Apache 2.0 | |
| 6 androidx.activity | activity-ktx | 1.6.1 | Apache 2.0 | |
| 7 androidx.constra | intlayout constraintlayout | 2.1.4 | Apache 2.0 | |
| 8 androidx.media | media | 1.6.0 | Apache 2.0 | |
| 9 androidx.fragme | nt fragment-ktx | 1.5.4 | Apache 2.0 | |
| 10 com.google.and | roid.material material | 1.7.0 | Apache 2.0 | https://github.com/material-components/material- |
| 11 JLLeitschuh | ktlint-gradle | 11.0.0 | MIT license | https://github.com/JLLeitschuh/ktlint-gradle |
| 12 androidx.lifecycl | e lifecycle-* | 2.5.1 | Apache 2.0 | https://github.com/androidx/androidx |
| 13 androidx.naviga | ion navigation | 2.5.3 | Apache 2.0 | |
| 14 org.hamcrest.Ma | tchers hamcrest matcher | 1,3 | BSD-3-Clause | https://github.com/hamcrest/JavaHamcrest |
| 15 io.mockk | mockk | 1.13.2 | Apache 2.0 | https://github.com/mockk/mockk |
| 16 androidx.car.ap | Car App | 1.3.0 | Apache 2.0 | |
| 17 com.squareup.n | oshi Moshi | 1.14.0 | Apache 2.0 | https://github.com/square/moshi |

| Last Name | First Name | Value | | | |
|-----------|--------------|-------|-------|------------------|--|
| Rehm | Ronja | | | | |
| Schreiner | Stefanie | | ##### | ##### | |
| Wüllner | Corinna | | | | |
| Güder | Emre | | | | |
| Hausding | Anders | | 0 | No size | |
| Lang | Daniel | | 1 | Trivial size | |
| Müller | Hanna | | 2 | Small size | |
| Schmid | Tobias | | 3 | Medium size | |
| Sulzbach | Lara | | 5 | Large size | |
| Tuncay | Berkan Ender | | 8 | Very large size | |
| | | | 13 | Too large (size) | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |